## Attachment 3

## GLOSSARY OF TERMS

- 1. Binary-coded decimal. A system of character coding in which decimal digits are coded in terms of binary digits.
- 2. <u>Central processor</u>. A unit of a computer that includes the circuits controlling the interpretation and execution of instructions.
- 3. Character. A letter, digit, or other symbol that is used as part of the organization, control, or representation of data.
- 4. Character code. The bit pattern assigned to a particular character in a coded character set.
- 5. Character-oriented equipment. Equipment which acts upon individual characters as contrasted to one which operates upon binary data.
- 6. Coded character set. A set of characters together with the code assigned to each character for machine use.
- 7. Collate. To combine items from two or more ordered sets into one set having specified order not necessarily the same as any of the original sets.
  - 8. Collating sequence. An ordering assigned to a set of items, such that any two sets in that assigned order can be collated.
  - 9. <u>Compiler</u>. A computer program that prepares a machine language program from a program written in another programming language.
- 10. Floating point. A number system in which numeric information is represented by an integral number multiplied by a specified power of a fixed positive integer base.
- 11. Format. The arrangement of data.
- 12. Hollerith. Pertaining to a particular type of code or punched card utilizing 12 rows per column and usually 80 columns per card.
- 13. Machine-independent software. Software having characteristics that are independent of the particular machine models upon which it is executed.

- 14. Machine processible form. Information coded in a language that can be used directly by a machine.
- 15. Media (plural of medium). The material, or configuration thereof, on which data is recorded, e.g., paper tape, cards, magnetic tape.
- 16. Packed numerics. Numeric data coded in a compressed manner taking advantage of known characteristics of the data and the medium used for storing and processing the data.
- 17. Peripheral equipment. In a data processing system, any unit of equipment, distinct from the central processor, which may provide the system with outside communication.
- 18. Programming language. A language used to prepare computer programs.
- 19. Pure binary. A code that makes use of exactly two distinct characters, usually 0 and 1.
- 20. Remote-access. Pertaining to communication with a data processing facility by one or more stations that are distant from that facility.
- 21. Software. A set of computer programs, procedures, rules and possibly associated documentation concerned with the operation of a data processing system.
- 22. Source data automation. Automatic capture of information at the source in a form that can be used directly by a machine.
- 23. <u>Validation</u>. The act of testing for compliance with a standard.